

Watch the rules explanation video:



www.en.gigamic-adds.com/game/peek-a-mouse/rules

Peek-a-mouse[®] MOUSE

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Ages
5-9

2
6

20 min

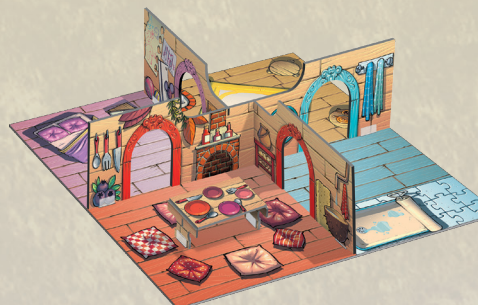
A family of mice has built their house under the roof of the attic. To arrange their new house, they took some of your everyday items. A can of sardines makes for a beautiful bathtub. And this spool? It's the perfect pedestal table!

Taking advantage of their absence, you decide to peek into their house. What does it look like? And, above all, where are the buttons, the pawns, the keys, and all the other objects they stole?

Contents



1 House box



1 Floor board
(walls and 3D elements included)



2 double-sided Question boards



1 Mouse standee



1 Basket standee

10 wooden Object disks



14 double-sided
Answer tokens

14 Question tokens



back



1 flashlight

10 Object tokens



4 Room tokens

back

Overview and goal of the game

Peek-a-mouse is a cooperative game of observation. Players have 30 seconds to take a look through the windows of the mice's house and spot the missing objects. When the light goes off, they will have to answer the game's questions. All players win if they manage to score 12 or more points by the end of 4 rounds.

The Objects

The mice have borrowed a number of objects with different shapes and colors. There are two versions of each object, represented by the two sides of the wooden disks. The colored rim indicates the difficulty level (see p. 2).

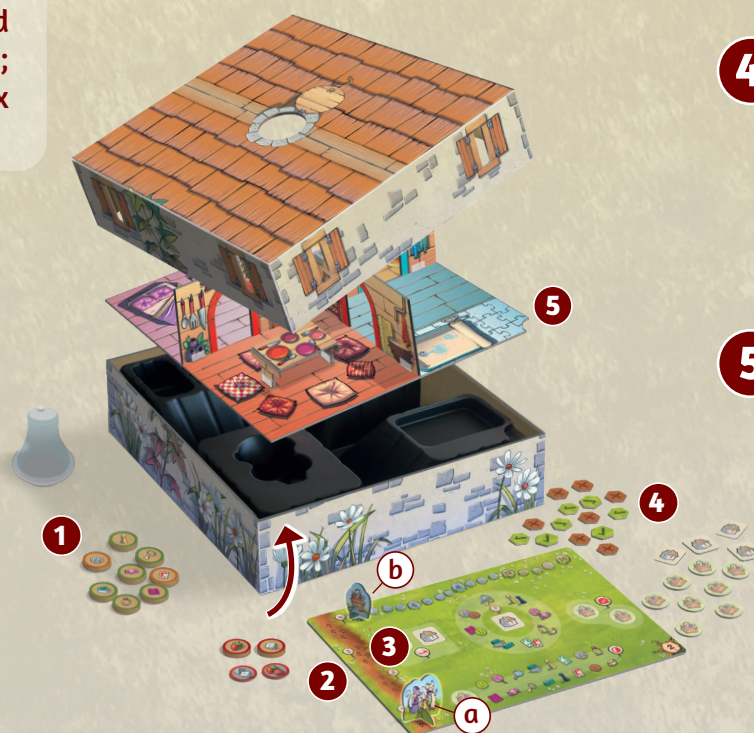


Setup

For your first game, follow the *Assembly instructions* on the enclosed instruction sheet or watch the explanation video (the link can be found on the instruction sheet).

After you finish playing there is no need to disassemble the walls and 3D elements; the board can be stored in the game box as is.

- 1 Retrieve the Floor board, the wooden Object disks, the tokens and the flashlight.
- 2 Place the Question board that matches the desired difficulty (see "Difficulty") on the table and take the corresponding wooden Object disks. Put the rest back into the box.
- 3 Place the Mouse standee (a) on the first space of the round track and the Basket standee (b) on the first space of the scoring track.



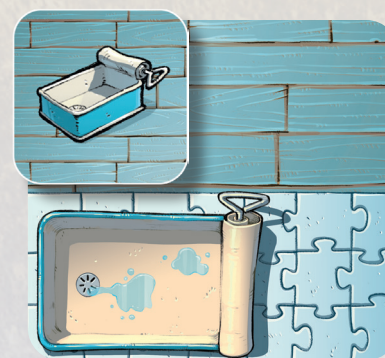
- 4 Take the Object tokens corresponding to the chosen difficulty level and mix them with their object face down. Do the same with the 4 Room tokens. Place the Answer tokens next to the Question board.

- 5 Place the Floor board on top of the plastic insert (matching up the notch of the bathroom with the notch of the plastic insert) and then place the bottom of the box (representing the roof) over it.

Note: refer to the ivy and the ladder to place the roof correctly.

The House

Every room of the house is represented by a color and an object:



BATHROOM



KITCHEN



LIVING ROOM



BEDROOM

Difficulty

There are 4 difficulty levels. In each of them you will face more precise and difficult questions about an increasing number of objects.

Every time you start a game, choose a level of difficulty and put the unused Object tokens, and disks back into the box.

In Easy difficulty use only the green wooden disks and tokens. In Intermediate difficulty use the green and orange wooden disks and tokens. In Difficult and Very Difficult, use all tokens and wooden disks (green, orange and red).

Board difficulty and reminder of tokens and disks

EASY	INTERMEDIATE	DIFFICULT	VERY DIFFICULT
Board 1	Board 2	Board 3	Board 4

Example: to play a game in Intermediate difficulty, you must take board 2 and the Question tokens and disks with a green and orange rim. You won't be using the other boards, nor the Question tokens and disks with a red rim.

Playing the game

The game is played over 4 rounds. Each round includes the following phases:

1. Preparation

2. Observation

3. Answers

Preparation

Insert the wooden Object disks in the house through the hole on its roof. In turns, each player shakes the house to distribute the objects throughout.

Important: be sure to shake the box laterally on the table, without lifting it, to not damage the game.

When all players are ready, one of them places the flashlight in the roof's hole and then turns it on.

Observation

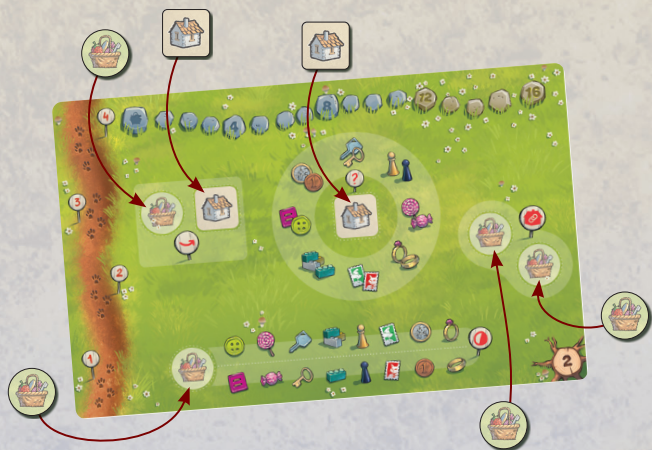
Once the flashlight is on, the players look through the windows to observe the inside of the house and find the objects. In which room are they? Which face are they showing? They will need to memorize everything to be able to answer the questions once the observation finishes. When the flashlight is turned off after 30 seconds, players must stop looking inside the house.

Tip: Players can walk around the house in order to observe every angle. However, it is forbidden to move the house to avoid disks changing rooms.

Players can talk to each other to exchange information.

Answers

The players place Question tokens on the Question board as follows:



- a Room token on each location
- an Object token on each location

Turn the tokens so that the Object or Room face is up. Together, players confer and answer each question using the Answer tokens.



Questions A and B

To indicate a positive answer, players place an Answer token with the face up.

To indicate a negative answer, players place an Answer token with the face up.

Questions C, D, E and F

Players place an Answer token with the face up for each room or object involved.

Example: the question is "Is the key in the bathroom?" Jonathan remembers seeing it in the bedroom. After asking Teagan for confirmation, he places a negative token on the board.

Description of questions



Is this Object located in this Room?



Are these Objects in the same Room?



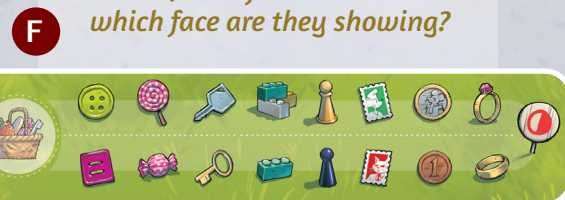
In which Room is this Object located?



Which Objects are present in this Room of the house?



Which Objects are present in this Room of the house and which face are they showing?



Which side is this Object showing?

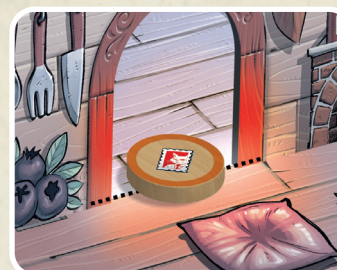
Once the players have answered all the questions, they remove the roof and check the correct answers. For each correct answer, advance the Basket standee one space.

Multiple choice questions only give a point if the answer is completely correct.

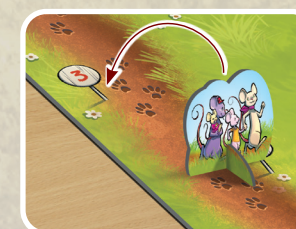


Example: the button and the candy are indeed in the bedroom. Unfortunately, players forgot the ring, so they don't score points for this answer.

The round is over. Players remove the disks from the house and then close it again. Advance the Mouse standee one space and remove all Question and Answer tokens from the Question board; a new round starts. At the end of the 4th round, the mice come home and the game ends.



Example: the stamp is at the doorway between the bathroom and the living room. It is, at the same time, in the bathroom AND in the living room.



End of the game

At the end of the 4th round, players compare their score with the following table:

16 points	<i>Congratulations! You are the real experts!</i>
12 - 15 points	<i>You won! You know the mice's house like the back of your hand.</i>
8 - 11 points	<i>You almost had it!</i>
4 - 7 points	<i>It was a good start but the mice still keep too many secrets from you!</i>
Less than 4 points	<i>Maybe you will do better next time?</i>

Variant

For younger players, it is possible to place and turn over the Question tokens before the start of each round. This way the players know, beforehand, what questions they will need to answer.

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Élodie & Théo want to dedicate this game to Olivia, Madeline and Gaspard. We thank all the Gigamic team for their work; a thought for Benoit, who believed in the project, and Delphine, who made an extraordinary work. Thank you, Jonathan; we can't wait for you to play this with your family. And, finally, thanks to you, reading this rulebook. You are great! Good gaming!

The Gigamic team thanks warmly all the children of the Audrey Bartier socio-cultural center for testing the game and for their enthusiastic opinions.

Find the Peek-a-mouse universe and the instructions video at:
www.en.gigamic-adds.com/game/peek-a-mouse/rules



Keep this information and address for future reference. 04-2020

WARNING! Not suitable for children under 3 years old. Contains small parts that can be swallowed. Choking hazard!



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